

## CLAIMS

1. A method comprising:  
monitoring players in a game to identify one of a variety of player-exploitable game conditions.
2. The method of claim 1, wherein the monitoring is based on the rate at which the player is acquiring virtual property.
3. The method of claim 1, wherein the monitoring is automatic.
4. The method of claim 1, wherein the monitoring checks for cheaters.
5. The method of claim 1, further comprising logging players who are suspected of cheating.
6. The method of claim 1, wherein the player-exploitable game condition allows one player to exploit the player-exploitable game condition for an advantage against other players.
7. The method of claim 1, wherein a cheater detection portion performs the monitoring.

8. The method of claim 7, wherein the cheater detection portion is included in a server.
9. The method of claim 1, further comprising sending a notice to a cheater that is exploiting the player-exploitable game condition.
10. The method of claim 1, further comprising terminating the cheater's privileges for a prescribed duration.
11. The method of claim 1, further comprising sending a notice to other players describing the activities of the cheater.
12. The method of claim 1, further comprising setting a threshold against whom the play of a number of players is compared.
13. The method of claim 12, wherein the play of those players whose play exceeds the threshold is logged.
14. The method of claim 1, wherein the player-exploitable game condition includes positioning the player at some location other than a ground plane within a virtual scene.
15. The method of claim 1, wherein the player-exploitable game condition includes rollover of a player's score.

16. The method of claim 1, wherein the player-exploitable game condition includes rollover of a player's expense.

17. An apparatus comprising:

a game including a cheater detection portion that detects players who are exploiting at least one player-exploitable game condition.

18. The apparatus of claim 17, wherein the cheater detection portion includes a game monitor process.

19. The apparatus of claim 17, wherein the cheater detection portion includes an asynchronous activity pump.

20. The apparatus of claim 17, wherein the cheater detection portion includes a criteria based logging portion for logging a players activity.

21. The apparatus of claim 17, wherein the cheater detection portion is included as a portion of a network.

22. The apparatus of claim 17, wherein the cheater detection portion is included as a portion of a stand-alone computer system.

23. A method comprising:

setting a threshold for the game;

monitoring the play of a plurality of players for a game;

determining whether the threshold is exceeded for any of the players of the game; and

logging the play of the player whose play exceeds the threshold.

24. The method of claim 23, further comprising determining whether the player is cheating based on the logging.

25. The method of claim 23, further changing the threshold when the game is being played.

26. The method of claim 23, wherein the threshold can be reset.

27. The method of claim 23, wherein the determining whether the threshold is exceeded is based on the rate at which a particular player is acquiring virtual property.

28. The method of claim 23, wherein the determining whether the threshold is exceeded is based on the rollover rate.

29. The method of claim 23, wherein the determining whether the threshold is exceeded is based on dupping.

30. The method of claim 23, further comprising punishing cheaters.

31. The method of claim 23, further comprising modifying the game based on cheaters.

32. A computer readable medium having computer executable instructions that, when executed by a processor, causes the processor to:

set a threshold for the game;

monitor the play of a plurality of players for a game; and

determining whether the threshold is exceeded for any of the players of the game..

33. The computer readable medium having computer executable instructions of claim 32, further comprising determining whether the player is cheating based on the logging.

34. The computer readable medium having computer executable instructions of claim 32, wherein the threshold can be reset.

35. The computer readable medium having computer executable instructions of claim 32, wherein the determining whether the threshold is exceeded is based on the rate at which a particular player is acquiring virtual property.

36. The computer readable medium having computer executable instructions of claim 32, wherein the determining whether the threshold is exceeded is based on the rollover rate.

37. The computer readable medium having computer executable instructions of claim 32, wherein the determining whether the threshold is exceeded is based on dupping.

38. The computer readable medium having computer executable instructions of claim 32, further comprising punishing cheaters.

39. The computer readable medium having computer executable instructions of claim 32, further comprising modifying the game based on cheaters.

40. A method comprising:

    sending an indication to a player monitor every time an item is accrued so that a determination can be made as to whether a player-exploitable game condition is being exploited.

41. A computer readable medium having computer executable instructions that, when executed by a processor, causes the processor to:

    send an indication to a player monitor every time an item is accrued so that a determination can be made as to whether items of virtual property are being accrued too quickly.